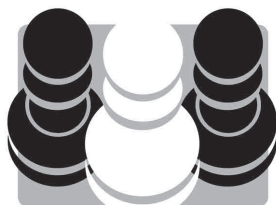


# Coffeehouse Repertoire

## 1.e4 Volume 2

By

Gawain Jones



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[www.qualitychess.co.uk](http://www.qualitychess.co.uk)

# Coffeehouse Preface

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Welcome to the Coffeehouse 1.e4 Repertoire! These days people know their lines so well that it's often difficult to put them under real pressure. Learning reams of main-line theory might give you a theoretical small edge, but that's not always so useful in a position that your opponent knows well, where he understands the plans and has a good idea of where the pieces should go. Instead, the aim of this series is to play opening lines which ask different questions to those your opponent is used to, and try to put them under immediate pressure.

My selection process was quite stringent. Primarily I wanted the choices to be sound. I've wasted too much time trying to fix holes in dodgy lines to inflict them upon you. Of course these recommendations will work best if they surprise your opponent, but I believe they all have inherent merit too.

Secondly, I wanted the repertoire choices to pack a genuine punch. Surprising your opponent with an insipid line may work occasionally, but will hardly scare a well-prepared opponent. With this repertoire, even if your opponents know what's coming, they won't have an easy time.

Thirdly, I aimed for relatively offbeat choices where possible, provided they met the above two criteria. A lot of your opponents are unlikely to have faced these lines many times (if at all) before.

What started as an idea for one book expanded, so thanks to John Shaw for his patience. I hope I've succeeded in building a repertoire which your opponents will find challenging. In general I've avoided well-known main lines, but the proposed lines still pose a real challenge, and often lead to positions where mistakes from Black meet with a heavy cost. I have analysed these lines more deeply than any of the sources mentioned in the bibliography, so there should be little risk of being out-prepared.

In many places I have strived to offer lines which allow us to transpose to the more theoretical main lines, should we wish to. The idea is to make life easier for us and more annoying for our opponents, who won't know what to expect and will have to be ready for lots of options. You can either use the books normally, and try to absorb the whole repertoire, or pick and choose which lines to incorporate into your existing repertoire. A good starting point could be to use it as inspiration against defences against which you are currently struggling.

This book is dedicated to the girls who helped me keep going.

To Phoenix for her patience. Listening to her snoring kept me calm but she knew when it was time for me to get some fresh air.

To Sue, without whom nothing would get done let alone this project.

Finally to our beautiful daughter Samaria. When I was exhausted your smile kept me going.

Gawain Jones  
Sheffield, July 2021

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# Introduction to Volume 2

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Welcome to the second half of the **1.e4** Coffeehouse Repertoire.

This volume concentrates mainly on **1...e5**. After **2.f3 c6** I'm proposing **3.c4** but with more aggressive intentions than in the usual d2-d3 lines. Rather, we intend to grab space in the centre with a quick d2-d4.

Against **3...f6** we can do that immediately with **4.d4**, followed by a transposition to the Scotch Gambit.

If Black instead plays **3...c5** I propose we prepare the central advance with **4.c3**.

In both cases, we're likely to reach a structure with a white pawn on e5 against Black's on d5. Depending on the circumstances, we can either play positionally on the queenside or for a direct kingside attack.

Against the Petroff Defence, **1...e5 2.f3 f6**, I recommend **3.d4**. Our main line reaches similar structures to those described above, with a white pawn on e5 against a black pawn on d5, after an exchange of knights. I've also included a bonus chapter on **2.d4!** as another possible means of upsetting Petroff players.

The other major focus in this book is the French Defence. After **1...e6 2.d4 d5** I recommend we take space and play the Advance Variation: **3.e5** The only downside is that our d4-pawn is now more vulnerable. I propose solving that by simply sacrificing it with the Hector Variation, a rare and improved version of the Milner-Barry Gambit, which was used successfully by Magnus Carlsen recently. Black struggles to develop his pieces.

Against both the Pirc (**1...d6 2.d4 f6 3.c3 g6**) and Modern (**1...g6 2.d4 g7 3.c3 d6**) Defences, I recommend putting our bishop on e3. We have a flexible set-up where we can play actively, while also preventing Black from reaching the murky, double-edged positions he's hoping for.

We have a surprise in store for the Philidor. After **1...d6 2.d4 f6 3.c3 e5 4.f3 bd7**, instead of allowing Black a solid base, we'll strike with **5.g1!** preparing a quick g2-g4. If Black doesn't take care he'll run into trouble very quickly.

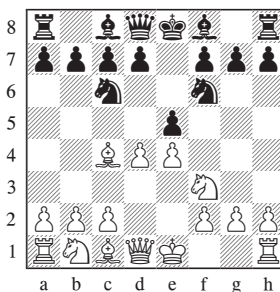
Finally, I wrap up our repertoire by dealing with Black's offbeat tries such as **1...c6**, **1...b6** and others. These are rare for a reason, but it's still useful to know how to combat them.



# CHAPTER



## Scotch Gambit



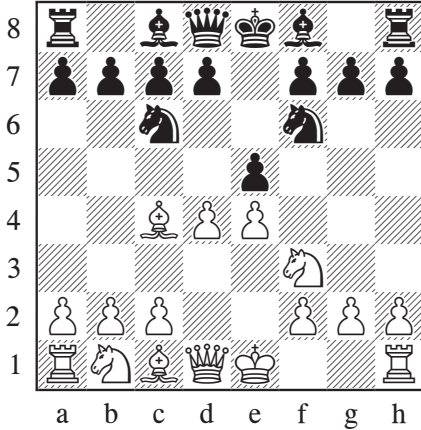
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## Introduction

1.e4 e5 2.♘f3 ♘c6 3.♙c4 ♗f6 4.d4



The Scotch Gambit. A sign that we're not interested in the slow development characterized by the Giuoco Piano, but instead want to open the centre as quickly as possible, in order to put immediate pressure on Black's position.

4...exd4 5.e5

Here Black has a choice as to how to react.

5...d5

This is the main line, which used to be played almost exclusively. Black gains time as we are forced to move the bishop again.

5...♗g4 is not particularly topical, but has been the choice of the World Champion a few years ago. In some ways this is the greediest option: Black can try to cling to his extra pawn but lags behind in development, and so has to be extremely careful.

5...♗e4 is the third choice in the position, but one that is becoming fashionable. Jan Gustafsson recommended this solid approach in his Chessable series, and a couple of the top Chinese players defended this way when I played them in 2019.

## Theoretical?

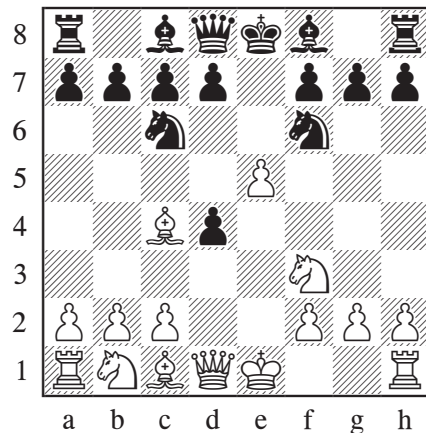
The line has a rich pedigree, with the first recorded game in Mega Database 2020 being from 1837. However, it hasn't been explored so much recently, so there are quite a few new wrinkles that can be discovered.

## Topical?

No. The position after 3.♙c4 has exploded in popularity in the last few years. However, Black has far more often responded with 3...♙c5, while after 3...♗f6 White has tended to either keep the game closed with 4.d3 or go in a completely different direction with 4.♗g5. There are a few of us who keep playing 4.d4 regularly, while many other strong players have dabbled in it from time to time. Magnus Carlsen played it against Wesley So in June 2019, albeit only in blitz.

## Overview

1.e4 e5 2.♘f3 ♘c6 3.♙c4 ♗f6 4.d4 exd4 5.e5



The most common defence is with:

5...d5

5...♗g4 The positions are quite different if Black moves the knight. Black shouldn't get too ambitious and has to be willing to give back the pawn to ease the pressure. In Ortiz – Marculescu we see the perils of attempting

to hold on to the pawn at the cost of Black's development.

5...♖e4 is objectively good enough to equalize, but Black will have to be careful. Straightforward developing moves won't do. White can generate a strong initiative, as we'll see in Jones – Ernst.

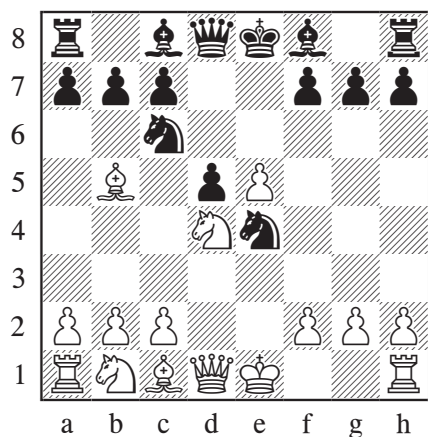
### 6.♗b5

We plan on exchanging the bishop on c6 and doubling Black's pawns. A strategic battle emerges over control of the c5-square. If White succeeds in preventing the black pawns advancing then Black will be stuck with a very passive position. My blitz game with Mamedyarov illustrates this in quite a pure form. I was happy to give a pawn in order to get a stranglehold over Black's position.

Another important factor is our pawn majority on the kingside. The e5-pawn can often be used to support a kingside attack. I didn't play the game perfectly but I hope that Jones – Gupta gives a good illustration of White's attacking chances.

Another thematic idea to keep your eye out for is the pawn sacrifice e5-e6. In Jones – Hebden, I was able to catch Mark with some poisonous preparation.

### 6...♖e4 7.♖xd4



Here Black has a choice of bishop moves.

### 7...♗d7

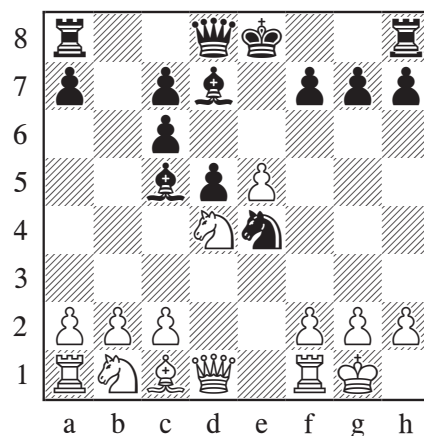
This one is more common. Black directly defends the knight.

7...♗c5!? instead indirectly defends the knight. Due to the pressure on f2, we should play: 8.♗e3 ♗d7 (8...0-0!? is an interesting defensive idea. Black offers a pawn to get his pieces developed and obtain some open lines for his pieces. Still, he has to be careful, as shown in Ye Jiangchuan – Svidler, Shanghai 2001.) 9.♗xc6 bxc6 The position is similar to the main line after 7...♗d7. However, the early development of the bishops gives White the additional option of 10.♖d2, immediately challenging Black's knight.

### 8.♗xc6 bxc6 9.0-0

9.♗e3?! doesn't make sense before Black has developed his bishop to c5, and 9...c5 gains a lot of time for Black.

### 9...♗c5



### 10.f3

Here we don't need to commit the bishop to e3 and can instead chase the knight immediately. Further details will be given in Section 1.1.



**Gawain Jones – Shakhriyar Mamedyarov**

Berlin (blitz) 2015

1.e4 e5 2.♟f3 ♞c6 3.d4 exd4 4.♞c4 ♟f6  
5.e5 d5 6.♞b5 ♟e4 7.♟xd4 ♞d7 8.♞xc6  
bxc6 9.0-0 ♞c5 10.f3 ♟g5 11.♞e3

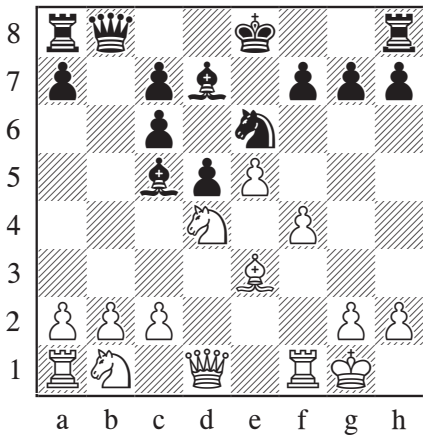
The reason for this particular move order will be discussed in the following game.

11...♟e6

Black immediately drops back the knight and prepares his next.

11...♞b8!? is actually possible immediately due to our loose knight and b2-pawn. I recommend 12.♟d2!N ♞xb2 13.♟2b3 ♟e6 14.♟xc5 ♟xc5 15.♟b3± when control of the dark squares is more important than the missing pawn.

12.f4 ♞b8



13.f5!

I decided not to bother defending the pawn, and instead ploughed ahead on the kingside.

13...♟xd4

13...♞xb2?

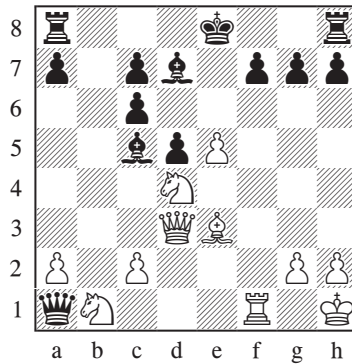
This capture doesn't work out:

14.fxex6 ♞xe6 15.♞h1! ♞d7

15...0-0 16.♞d3! ♞xa1 17.♟c3 ♞b2  
18.♞b1 ♞a3 19.♞b3 ♞a5 20.♟xc6+- and  
the queen is finally trapped.

15...♞xa1 16.♟xe6 ♞xe3 17.♟xc7† ♞e7  
18.♟xd5†! cxd5 19.♞xd5 White will at least  
pick up the bishop after a few more checks,  
while keeping a deadly attack: 19...♞hf8  
20.♞b7† ♞e6 21.♞b3† ♞e7 22.♞xe3+-  
Black is completely lost.

16.♞d3 ♞xa1



17.e6!

Keeping the black king stuck in the centre.

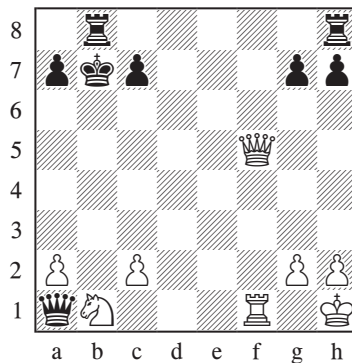
17...♞xe6

17...fxex6 18.♟b3 ♞xa2 19.♞xc5+-

18.♟xe6!

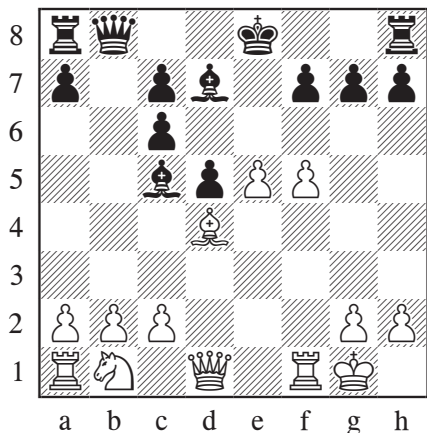
This move is connected with a long computer line that wins outright. 18.♟b3 is also good enough to win more slowly.

18...♞xe3 19.♞xe3 fxe6 20.♞xe6† ♞d8  
21.♞xc6 ♞b8 22.♞xd5† ♞c8 23.♞f5† ♟b7

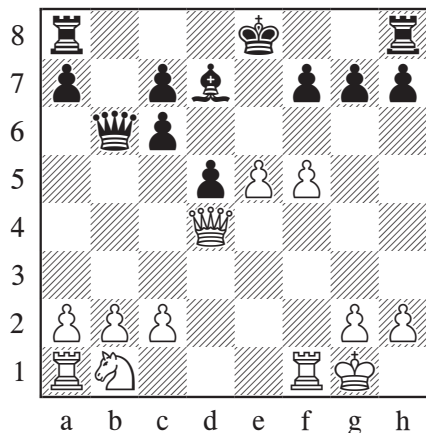


24.♞f3†! c6 25.♟c3 ♞b2 26.♞b1+-

14. ♖xd4



15. ♖xb6 ♖b6



14... ♖xd4†

14... ♖b6 15. c3 ♖xd4† 16. ♖xd4 would transpose to the main game.

14... ♖xb6? It's remarkable how far computers have come. Comp Novag grabbed this very hot pawn back in 1994. These days your phone could tell you it's a blunder within a second. 15. ♖xc5 ♖xa1 16. ♖d2! Not only is Black's queen in danger of being trapped, but ♖g5-e7# is rather a big threat. 16... ♖b2 17. ♖c3 d4

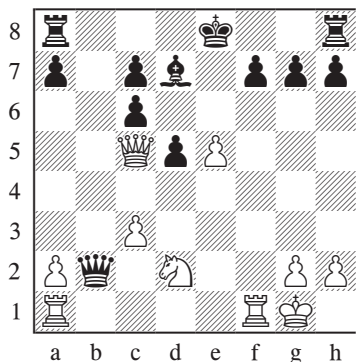
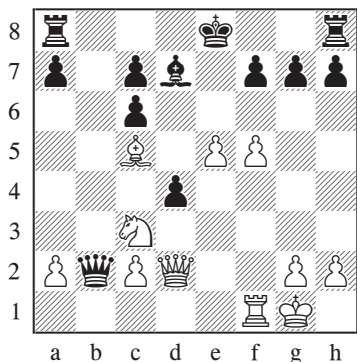
16.c3!

It's important to continue fighting for the c5-square.

16. ♖xb6? axb6 17. ♖d2 g6 18. fxc6 hxc6+ was something of a positional disaster in Malada – Trbojevic, Opatija 1995.

16... ♖xd4†

16... ♖xb2?! would still be too dangerous: 17. ♖d2 ♖xf5?! Black grabs a second pawn but now we can exploit Black's king still being in the centre. (17... ♖b6 18. ♖b3± is an accelerated version of the game.) 18. ♖c5! ♖d7



This was Weeramantry – Comp Novag, Chicago 1994. Here the most precise would have been: 18. ♖g5N f6 The only way to stave off mate in one. 19. exf6 0–0–0 20. fxc7 ♖he8 21. f6! ♖xc3 22. f7+–

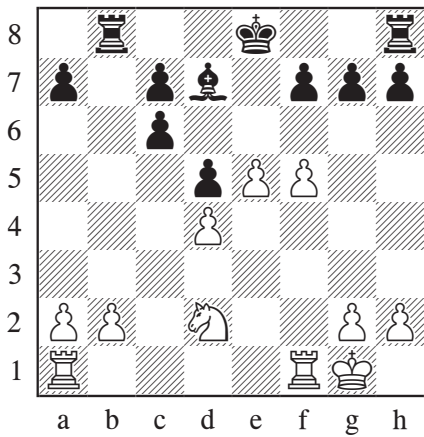
19.e6! This is a key idea to remember. 19... fxe6 20. ♖b3+– Despite our three-pawn deficit, White has a fantastic position. We have

complete control of the dark squares and a huge lead in development. Black's bishop on d7 has no prospects and Black has absolutely no coordination.

**17.cxd4 ♖b8 18.♘d2**

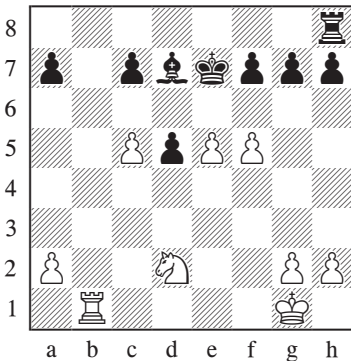
There's no time to defend the pawn. Controlling the c5-square is key.

18.♘c3 ♖xb2 19.♖ab1 ♖xb1 20.♖xb1♖ would be similar but I think the knight is more flexible on b3 than a4.



**18...♖xb2**

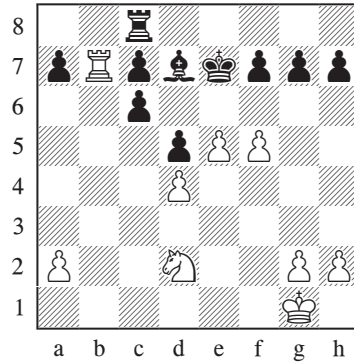
With hindsight 18...c5!? should be considered. I think White still has the better chances but the position would be easier for Black to play compared to the game: 19.dxc5 (19.b3!? cxd4 20.♖ac1 ♖b7 21.♖f4♖ seems easier for White to me, although Black can be happy to have exchanged one of his c-pawns.) 19...♖xb2 20.♖ab1 ♖xb1 21.♖xb1 ♔e7



22.g4 I think Black is closer to a draw here than in the game, although the position is still more comfortable for White. If 22...h5 then 23.♖b7! hxg4 24.♘b3 gives Black some problems.

**19.♘b3**

It was also possible to start with: 19.♖ab1 ♖xb1 (19...♖b6 20.♘b3 ♔e7 21.♖be1♖) 20.♖xb1 ♔e7 21.♖b7 ♖c8

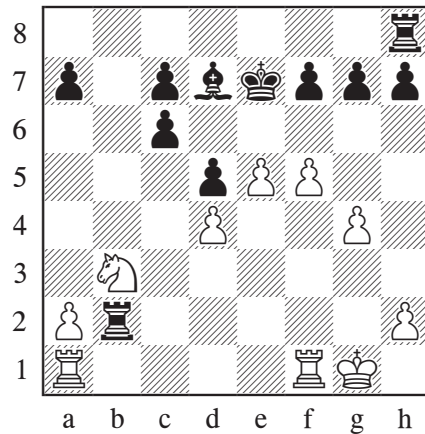


22.♘b3! ♔xf5 23.♖xa7± Despite losing the f-pawn White still has decent chances. The passed a-pawn is more relevant than any of Black's f- or c-pawns.

**19...♔e7**

19...0-0 20.g4± does not really change the evaluation.

**20.g4**



**20...♖b8**

This key moment went in a blur, but now Black is under a lot of pressure.

**20...♞c2!**

This should have been preferred. Black should do his best to keep his active piece on the board.

**21.♘c5**

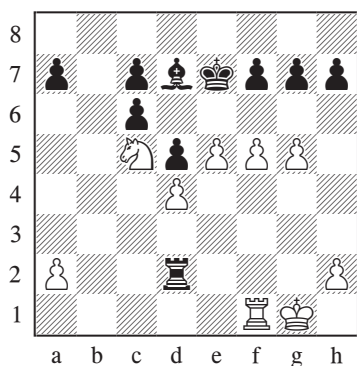
21.♞ae1!? Even two pawns down White doesn't face any significant risk here, such is his domination of the board.

**21...♖b8 22.♞ab1 ♖b6!**

Analysing the game with a computer, I came across the following interesting line:

**23.♖b3 ♖d2!**

23...♞xa2?! 24.♞h3±

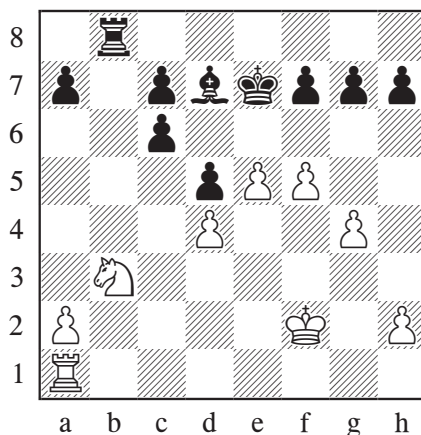
**24.♖d3! ♖bb2 25.♞xd2 ♞xd2 26.g5****26...♙xf5!**

Black has to give his bishop but it seems to be enough to draw.

26...♞xd4?! is natural. It's hard to appreciate how bad Black's position actually is: 27.f6† gxf6 28.gxf6† ♕d8 (28...♙e8 29.♖b1+-) 29.e6! ♙e8 30.♙h1! Preparing to infiltrate on the g-file. 30...♞g4 (30...♙c8 31.♞g1+-; 30...♖c4 31.♖b1! ♙c8 32.♞g1! A pretty intermezzo. 32...♞xc5 33.♞g8+-) 31.♖b1 ♙c8 32.e7±

**27.♘b3 ♞xa2 28.♞xf5 a5 29.♘c5 a4=**

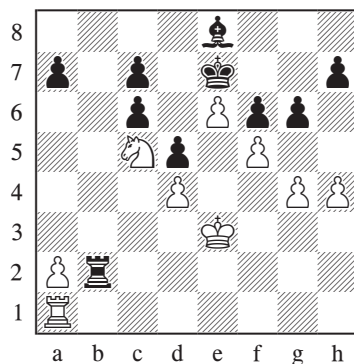
The a-pawn distracts White enough for Black to hold the draw.

**21.♙f2! ♞xf2 22.♙xf2**

On the surface Black looks to be doing fine. We're in an ending, where Black has the extra pawn and what is supposed to be nominally the stronger minor piece. However, thanks to White's control of the c5-square, the extra pawn is completely useless. Black has no targets to attack and so no counterplay. White has a beautiful outpost on c5 and can slowly rearrange his pieces to perfect squares before breaking in the centre.

**22...g6?!**

Mamedyarov should have started by trying to activate his rook: 22...♖b4 23.♙e3 f6! Allowing White a protected passed pawn, but Black has to try and activate that bishop. 24.e6 ♙e8 25.♘c5 ♖b2 26.h4 g6



27.h5! ♖h2 (27...gxf5 28.gxf5 h6 29.♖g1 ♜f8 30.♜d3 ♖xa2 31.♜f4± Even two pawns up, Black's position is unpleasant if he can't get his bishop into the game.) 28.hxg6 hxg6 29.♖g1± Black is still horribly passive.

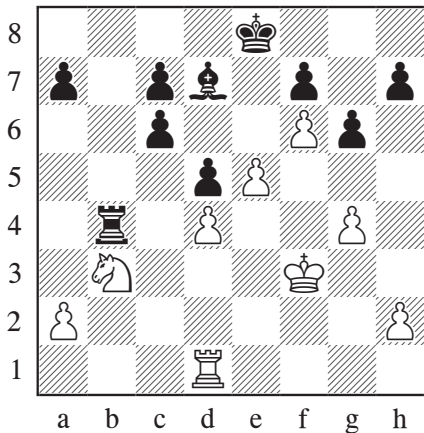
**23.f6† ♜e8 24.♜f3**

24.g5± was probably simpler. In a blitz game I couldn't assess whether I should play such a committal move.

**24...♖b4**

24...h6 was a more stubborn defence, trying to keep the kingside closed, although 25.♖d1± still leaves White in control.

**25.♖d1**



**25...♖c4?**

Leaving the b-file could have been immediately punished.

**26.♖d2?!**

26.♜c5! would have forced the rook to return: 26...♖b4 (26...♖c2 27.♖b1 ♜d8 28.♖b8† ♜c8 29.e6!+- I found this concept later in the game.) 27.♖d3! g5 28.♖a3+- White's rook enters decisively.

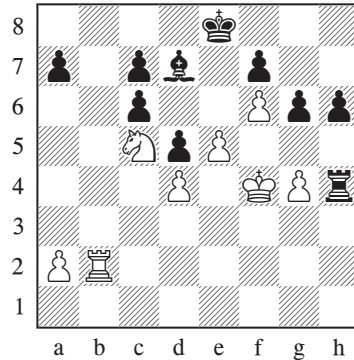
**26...♖c3† 27.♜f4 h6 28.h4?**

28.g5!+-

**28...g5†?**

It's not unusual to exchange blunders in speed chess.

My last move allowed 28...♖h3! when it seems that Black could have clung on: 29.♜c5 ♖xh4 30.♖b2 I think we both got this far and thought White was winning, but actually White's king can't run to safety so easily.

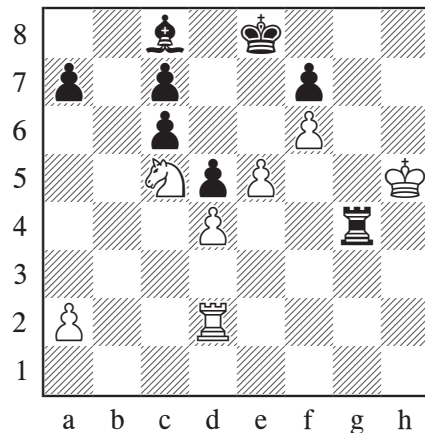


30...g5†! 31.♜f3 (31.♜e3?? ♖h3† enables Black to force the rooks off and then collect on g4) 31...♜xg4† 32.♜g3 ♜c8 33.♖b8 ♖g4† 34.♜f2 ♖f4† 35.♜e3 ♜d8 The rook on f4 stops us from breaking through. White always has a draw with 36.♜b7† ♜d7 37.♜c5†= but no more.

**29.hxg5 hxg5† 30.♜xg5 ♖g3 31.♜c5**

The penetration along the b-file wins easily.

**31...♖xg4† 32.♜h5 ♜c8**



33. ♖b2 ♗xd4 34. ♖b8 ♔d8 35. e6! fxe6  
36. ♗xe6†  
1-0

# Abridged Variation Index

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The Variation Index in the book is 8 pages long. Below is an abridged version giving just the main variations, not the sub-variations.

## Chapter 1 – Scotch Gambit

### 1.1 Main line

1.e4 e5 2.♟f3 ♘c6 3.♙c4 ♟f6 4.d4  
exd4 5.e5 d5 6.♗b5 ♗e4 7.♞xd4 ♙d7  
8.♙xc6 bxc6 9.0–0 ♙c5 10.f3 ♗g5  
11.♙e3

- A) 11...♞e7 60  
B) 11...0–0 61  
C) 11...♗b6 63

### 1.2 8th & 9th move alternatives

1.e4 e5 2.♟f3 ♘c6 3.♙c4 ♟f6 4.d4  
exd4 5.e5 d5 6.♗b5 ♗e4 7.♞xd4 ♙d7  
8.♙xc6

- A) 8...bxc6 9.0–0 74  
    A1) 9...♙e7 76  
    A2) 9...c5 83  
B) 8...♙xc6! 84

### 1.3 6th & 7th move alternatives

1.e4 e5 2.♟f3 ♘c6 3.♙c4 ♟f6 4.d4  
exd4 5.e5 d5 6.♗b5

- A) 6...♗e4 7.♞xd4 ♙c5 89  
B) 6...♗d7!? 98

### 1.4 4th & 5th move alternatives

1.e4 e5 2.♟f3 ♘c6 3.♙c4 ♟f6 4.d4  
exd4 5.e5

- A) 5...♗g4 110  
B) 5...♗e4 121

## Chapter 2 – Forcing Italian

### 2.1 Main line

1.e4 e5 2.♟f3 ♘c6 3.♙c4 ♙c5 4.c3  
♗f6 5.d4 exd4 6.e5 d5 7.♗b5 ♗e4  
8.cxd4 ♗b6 9.♗c3 0–0 10.♙e3 ♙g4  
11.h3

- A) 11...♗h5 144  
B) 11...♙xf3 164

### 2.2 8th to 10th move alternatives

1.e4 e5 2.♟f3 ♘c6 3.♙c4 ♙c5 4.c3  
♗f6 5.d4 exd4 6.e5 d5 7.♗b5 ♗e4  
8.cxd4

- A) 8...♗b6 9.♗c3 0–0 10.♙e3 167  
    A1) 10...f5!? 170  
    A2) 10...♗e7 173  
B) 8...♗b4† 176

### 2.3 Early deviations

1.e4 e5 2.♟f3 ♘c6 3.♙c4

- A) 3...♙c5 4.c3 185  
    A1) 4...♗f6 186  
    A2) 4...d6 188  
B) 3...♙e7 190

### Chapter 3 – Petroff & Others

#### 3.1 Main lines

<b>1.e4 e5 2.♗f3 ♗f6 3.d4 ♗xe4 4.♙d3 d5 5.♗xe5</b>	
A) 5...♗d7	209
B) 5...♙d6 6.0–0	215
C) 5...♙e7	223

#### 3.2 Early deviations

<b>1.e4 e5 2.♗f3</b>	
A) 2...♗f6 3.d4	226
A1) 3...♗xe4	227
A2) 3...exd4	229
B) 2...f5?! and others	232

### Chapter 4 – Bonus Move Orders

#### 4.1 2.d4!?

<b>1.e4 e5 2.d4!? exd4 3.♗f3</b>	
A) 3...c5?!	241
B) 3...♙c5	242
C) 3...♙b4†	245

#### 4.2 2.♗f3 ♗c6 3.d4

<b>1.e4 e5 2.♗f3 ♗c6 3.d4 exd4 4.♙c4</b>	
A) 4...♙c5	253
B) 4...♙b4†	253

### Chapter 5 – Hector Variation

<b>1.e4 e6 2.d4 d5 3.e5 c5 4.c3 ♗c6 5.♗f3 ♗b6 6.♙d3</b>	
A) 6...♙d7?!	271
B) 6...cxd4	272

### Chapter 6 – Advance Variation

#### 6.1 5...♙d7

<b>1.e4 e6 2.d4 d5 3.e5 c5 4.c3 ♗c6 5.♗f3 ♙d7 6.♙e2</b>	
A) 6...♗ge7	319
B) 6...♙c8!?	334
C) 6...♗b6	338

#### 6.2 Other 5th moves

<b>1.e4 e6 2.d4 d5 3.e5 c5 4.c3 ♗c6 5.♗f3</b>	
A) 5...♗h6	343
B) 5...f6 and others	353

#### 6.3 Early deviations

<b>1.e4 e6 2.d4 d5 3.e5</b>	
A) 3...b6	359
B) 3...c5 4.c3	360
B1) 4...♗e7	362
B2) 4...♗b6	363

### Chapter 7 – Pirc

<b>1.e4 d6 2.d4 ♗f6 3.♗c3 g6 4.♙e3</b>	
A) 4...♙g7	369
B) 4...a6	383
C) 4...c6	391
D) 4...♗g4 and others	402

### Chapter 8 – Modern

#### 8.1 Main line

<b>1.e4 g6 2.d4 ♙g7 3.♗c3 d6 4.♙e3 a6 5.♗d2 b5 6.0–0–0 ♙b7 7.f3 ♗d7 8.h4 h5 9.♗h3 ♗gf6 10.♗g5</b>	
A) 10...0–0?!	414
B) 10...e6	416



## 8.2 ...h7-h5 set-ups

1.e4 g6 2.d4 ♙g7 3.♗c3 d6 4.♙e3 a6  
5.♖d2 b5 6.0-0-0

- A) 6...♗f6!? 421  
B) 6...♗d7 424

## 8.3 Set-ups without ...h7-h5

1.e4 g6 2.d4 ♙g7 3.♗c3 d6 4.♙e3 a6  
5.♖d2

- A) 5...♗d7 428  
B) 5...b5 430

## 8.4 Other 4th moves

1.e4 g6 2.d4 ♙g7 3.♗c3 d6 4.♙e3

- A) 4...♗d7!? 436  
B) 4...c6 438

## Chapter 9 – Offbeat Pirc & Modern

### 9.1 Gurgenzidze System

1.e4 g6 2.d4 ♙g7 3.♗c3 c6 4.f4 d5  
5.e5

- A) 5...h5 450  
B) 5...♗h6 452

### 9.2 Czech Pirc

1.e4 d6 2.d4 ♗f6 3.♗c3 c6 4.f4 ♖a5  
5.♙d3 e5 6.♗f3

- A) 6...exd4 459  
B) 6...♗bd7 460  
C) 6...♙g4 462

### 9.3 Early sidelines

1.e4

- A) 1...g6 2.d4 465  
    A1) 2...♗f6 466  
    A2) 2...♙g7 467  
B) 1...d6 470

## Chapter 10 – Philidor – Hanham Var.

1.e4 d6 2.d4 ♗f6 3.♗c3 e5 4.♗f3  
♗bd7 5.♖g1

- A) 5...g6 479  
B) 5...c6 491  
C) 5...h5 and others 497

## Chapter 11 – Philidor with ...exd4

### 11.1 Main line

1.e4 e5 2.♗f3 d6 3.d4 exd4 4.♗xd4  
♗f6 5.♗c3 ♙e7 6.♙c4 0-0 7.0-0

- A) 7...c6 503  
B) 7...♗c6 507  
C) 7...♗xe4!? 514  
D) 7...♖e8 516  
E) 7...a6 and others 518

### 11.2 Sidelines after ...exd4

1.e4 e5 2.♗f3 d6 3.d4 exd4 4.♗xd4

- A) 4...♗f6 5.♗c3 521  
    A1) 5...a6!? 522  
    A2) 5...♙e7 523  
B) 4...g6 524

### 11.3 Early deviations

1.e4

- A) 1...d6 2.d4 ♗f6 3.♗c3 528  
    A1) 3...e5 528  
    A2) 3...♗bd7 530  
B) 1...e5 2.♗f3 d6 3.d4 532  
    B1) 3...f5? 533  
    B2) 3...♗c6!? 534

## Chapter 12 – Rare Defences

1.e4

- A) 1...♗c6 541  
B) 1...b6 552  
C) 1...a6 and others 557